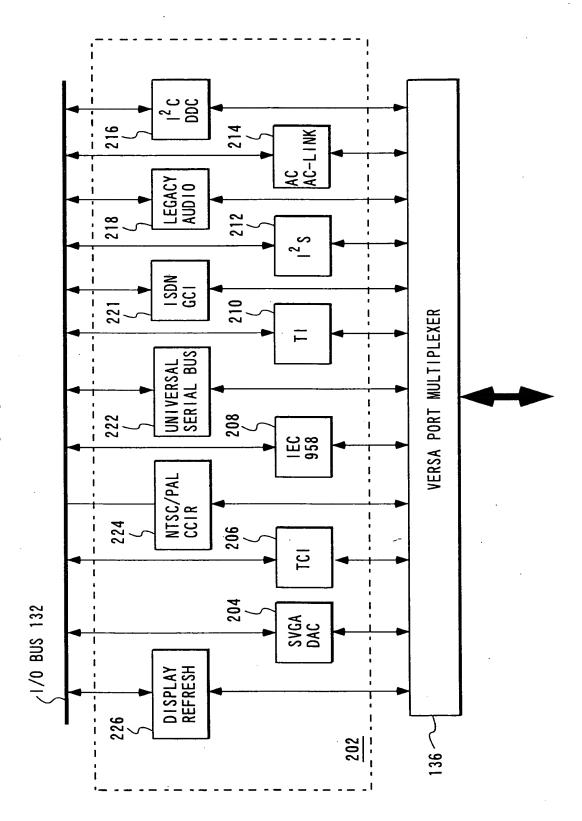


F1G. 1B



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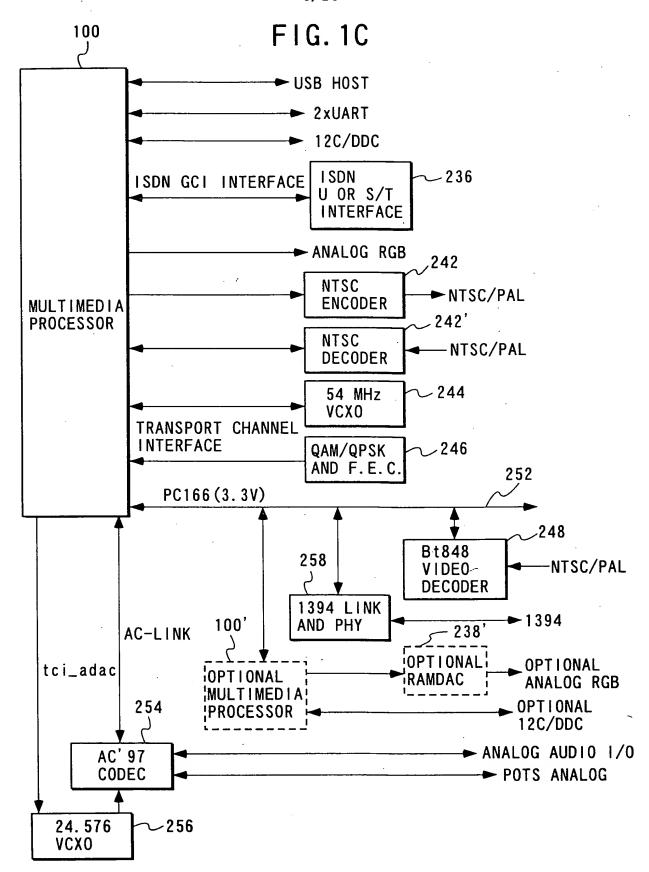
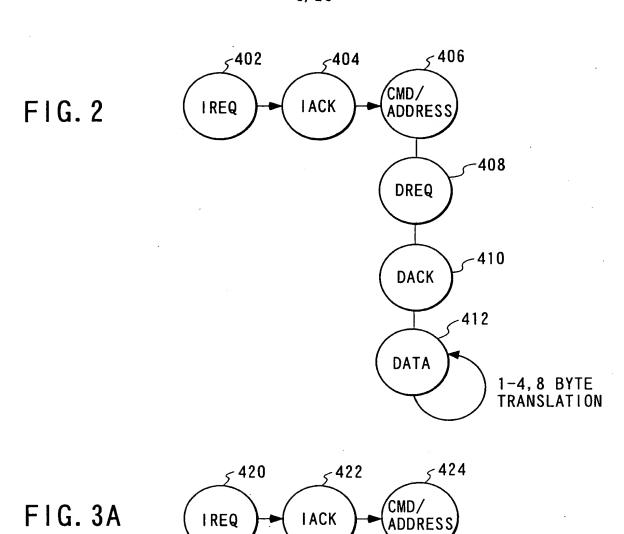
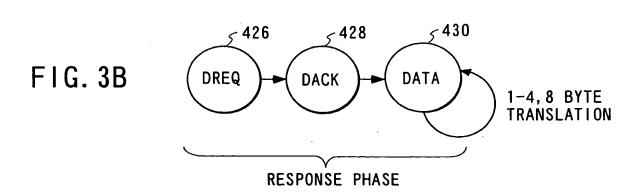


FIG. 1D 230 232 100 258 260 X86 AND ISA SOUTH NORTH AGP BRIDGE PCI BRIDGE ISA -234SOUND BLASTER AND COMM SB/COMM PORT ON VERSA-PORT MAPPER 12C/DDC -236ISDN ISDN GCI INTERFACE U OR S/T INTERFACE ANALOG RGB **238** MULTIMEDIA ccir 656 NTSC ►NTSC/PAL **PROCESSOR ENCODER** -240 NTSC ccir 656 -NTSC/PAL **DECODER -244** 54 MHz **VCXO** TRANSPORT CHANNEL _246 INTERFACE QAM/QPSK AND F.E.C PC166(3.3V) -252 OPTIONAL -100' OPTIONAL ANALOG RGB 250 AC-LINK MULTIMEDIA OPTIONAL **PROCESSOR** 12C/DDC 1394 248 **►**1394 LINK/PHY tci_adac Bt848 254 VIDE0 NTSC/PAL **DECODER** AC' 97 ► ANALOG AUDIO I/O CODEC ► POTS ANALOG **∼256** 24.576 VCX0





SEND PHASE

FIG. 4A

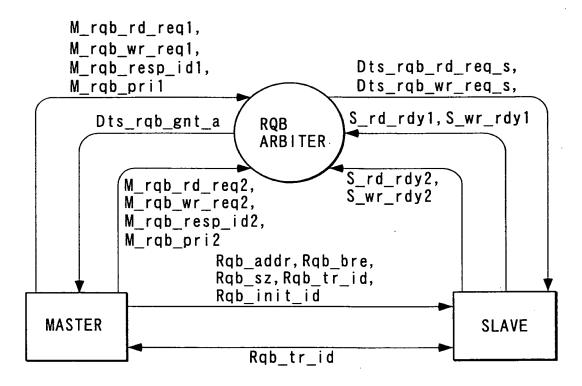
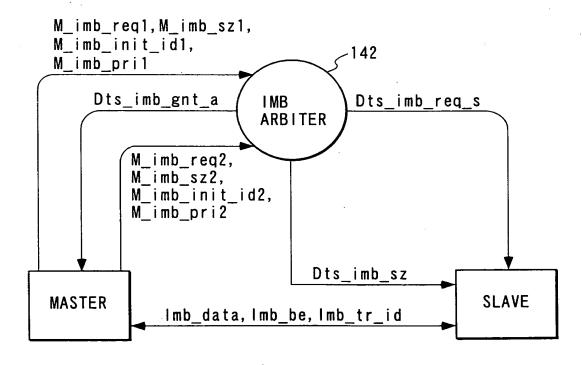


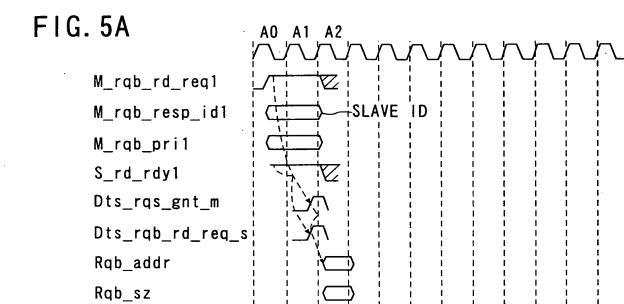
FIG. 4B

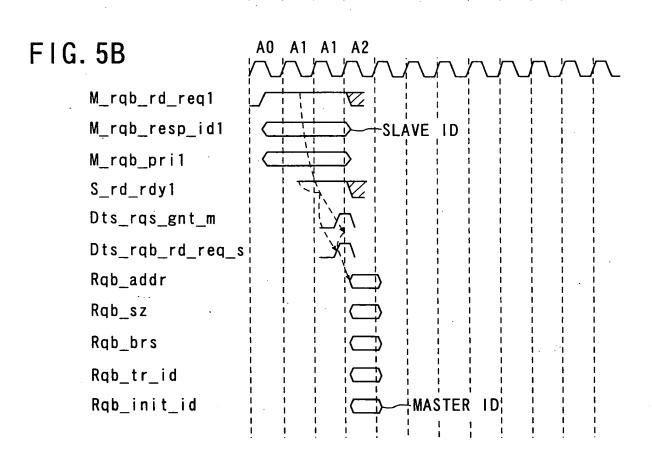


Rqb_brs

 Rqb_tr_id

Rqb_init_id





MASTER ID

FIG. 5C

M_rqb_wr_req1
M_rqb_resp_id1
M_rqb_pri1
S_wr_rdy1
Dts_rqs_gnt_m
Dts_rqb_wr_req_s
Rqb_addr

Rqb_tr_id Rqb_init_id

Rqb_sz

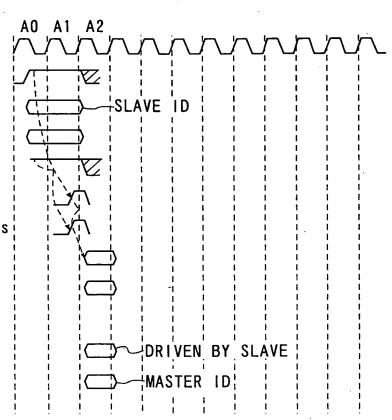


FIG. 5D

M_imb_req1

M_imb_init_id1

M_imb_pri1

M_imb_sz1

Dts_imb_gnt_m

Dts_imb_req_s

Imb_data

Imb_be

Imb_tr_id

Dts_imb_sz

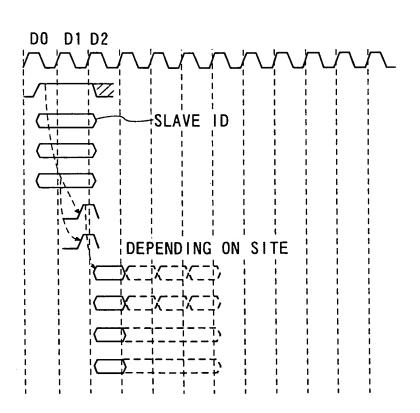


FIG. 6A

M_rqb_rd_req1
M_rqb_resp_id1
M_rqb_pri1
M_rqb_rd_req2
M_rqb_resq_id2
M_rqb_pri2
Dts_rqb_gnt_m
Rqb_addr
Rqb_sz
Rqb_bre
Rqb_tr_id
Rqb_init_id

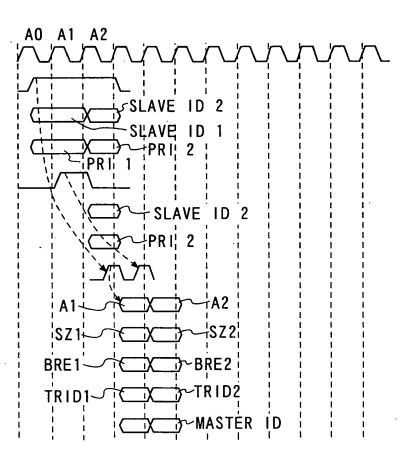
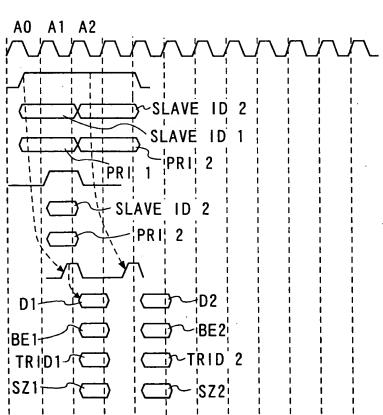


FIG. 6B

M_pmb_req1
M_pmb_init_id1
M_pmb_pri1
M_pmb_req2
M_pmb_init_id2
M_pmb_pri2
Dts_pmb_gnt_m
Pmb_data
Pmb_be
Pmb_tr_id

Dts_pmb_sz



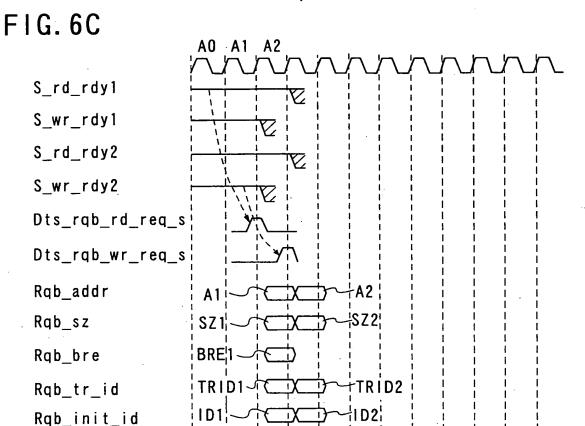
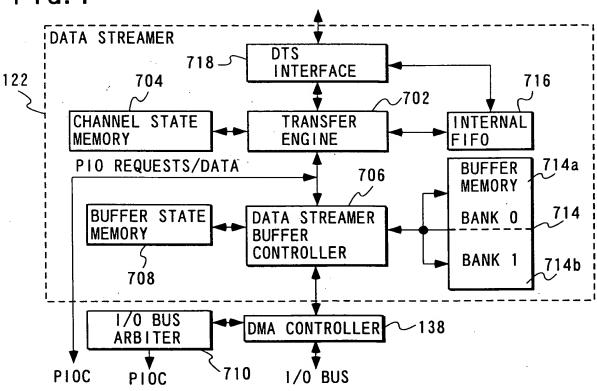


FIG. 7



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FIG. 8

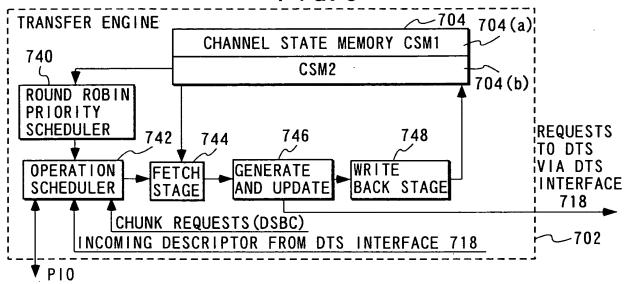


FIG. 9

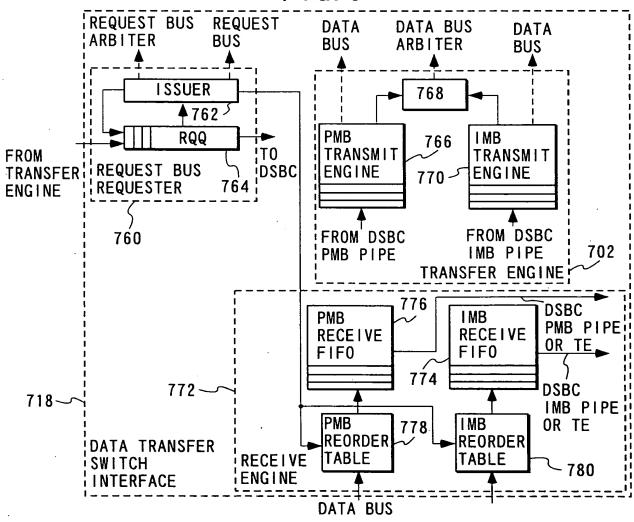
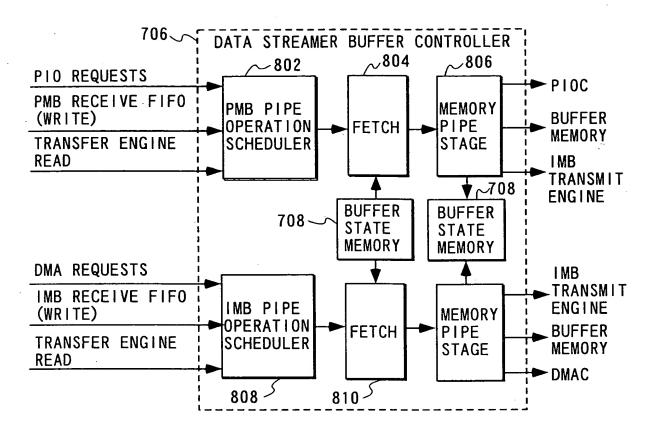


FIG. 10



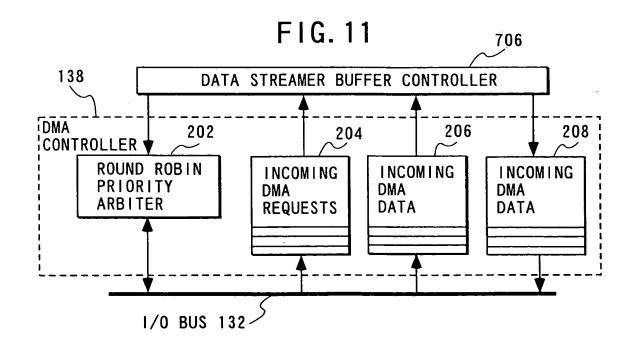
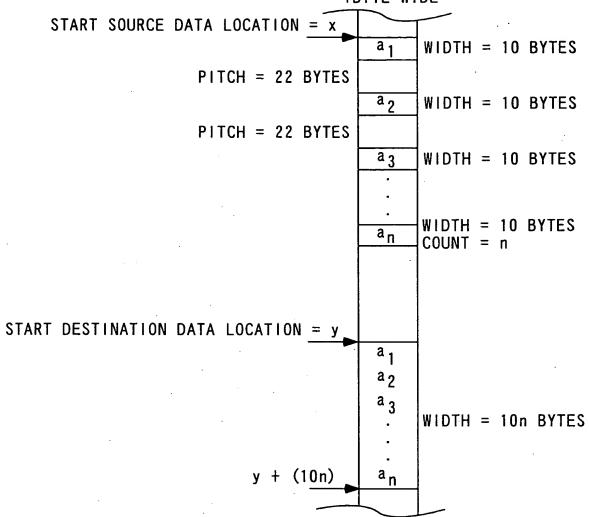


FIG. 12

RGB MEMORY ADDRESS SPACE 1BYTE WIDE





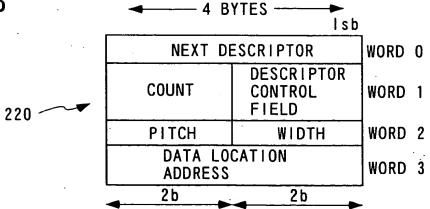


FIG. 14

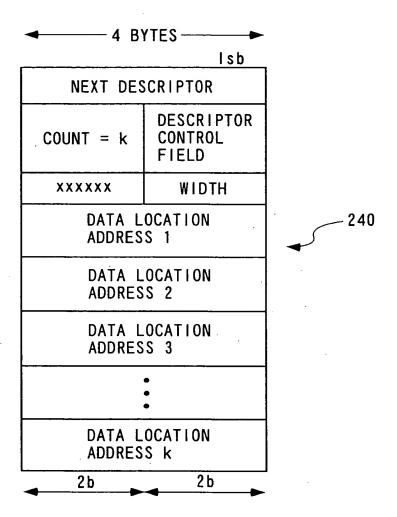
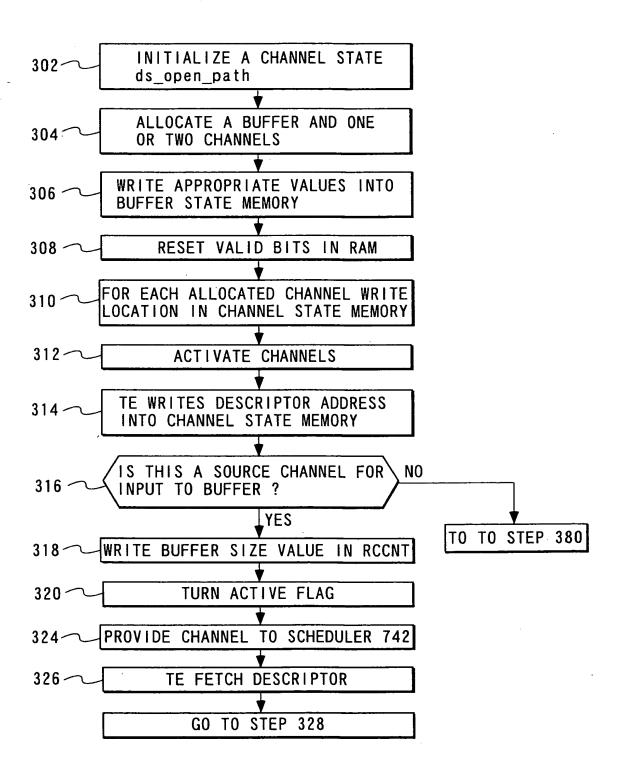
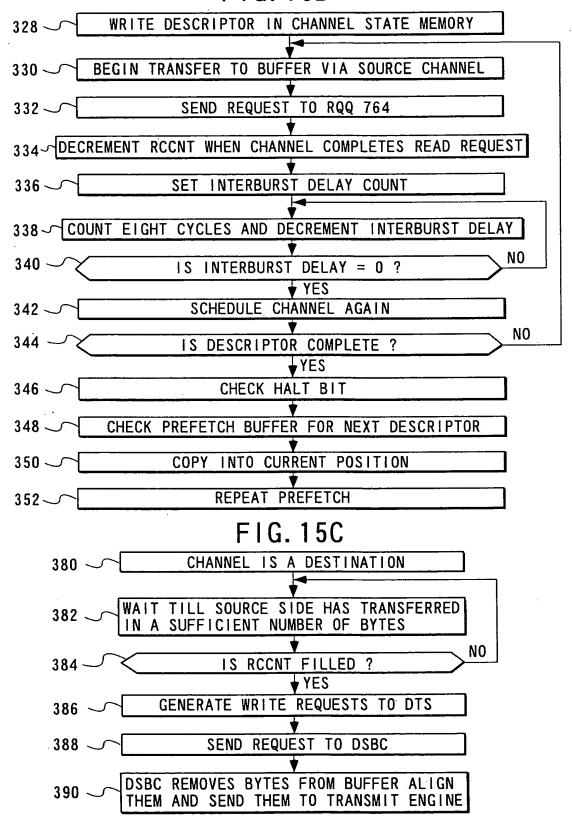


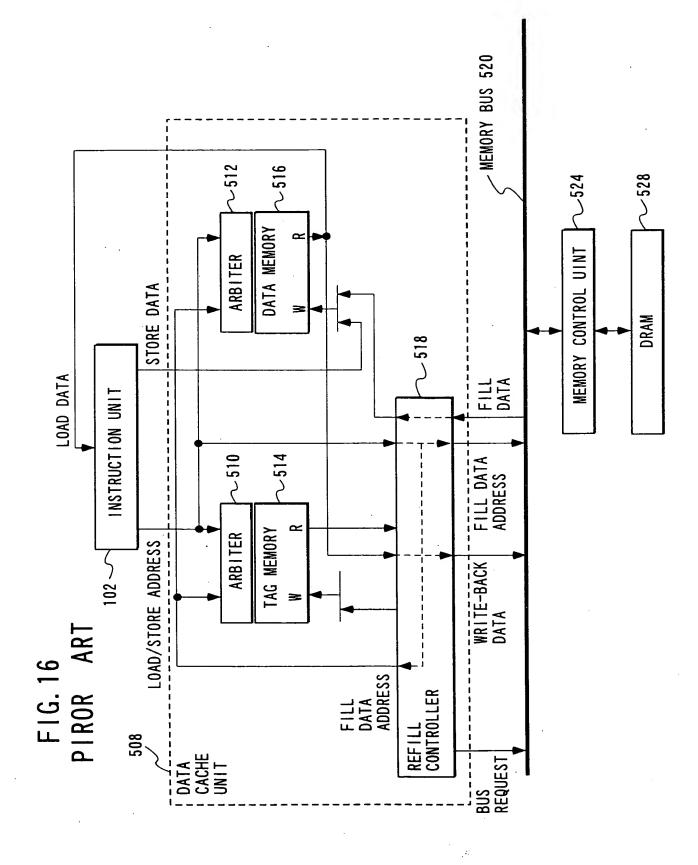
FIG. 15A



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FIG. 15B





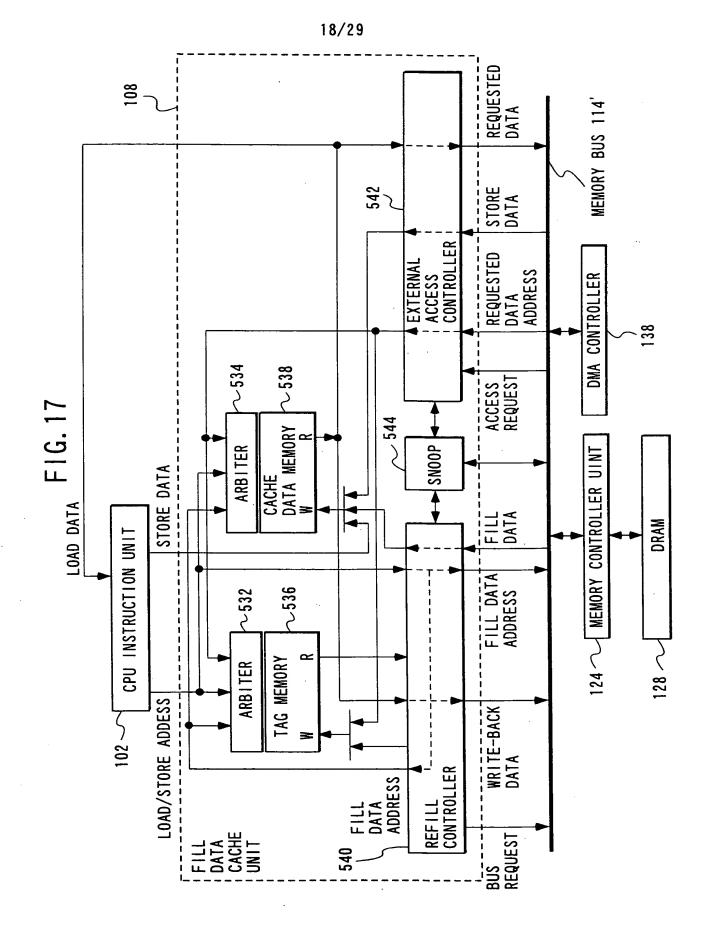


FIG. 18

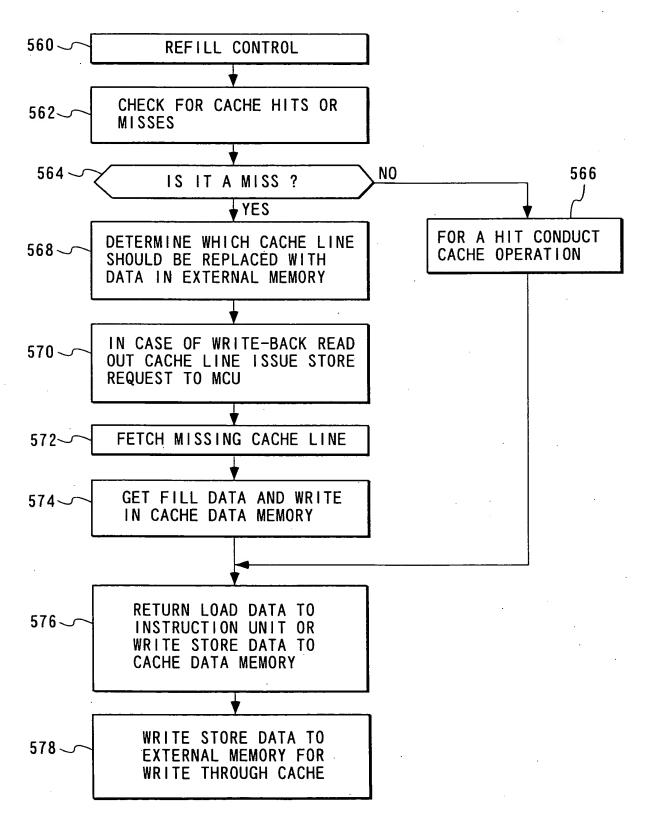
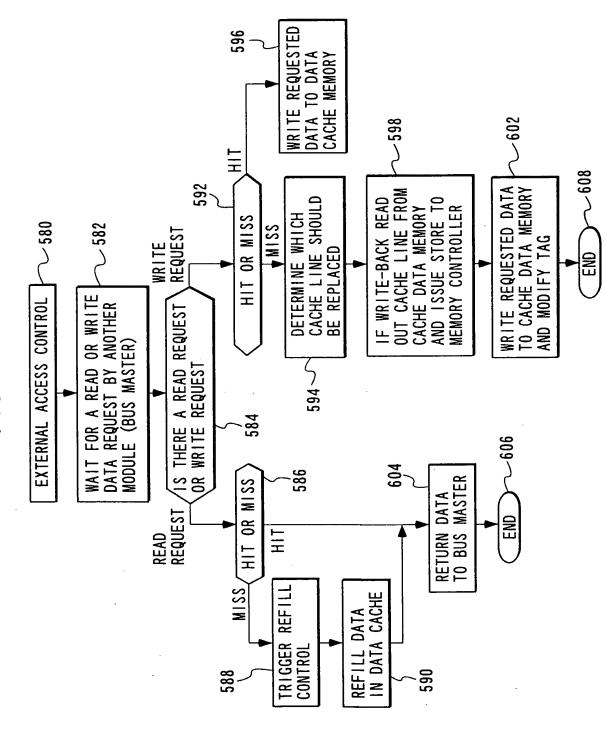
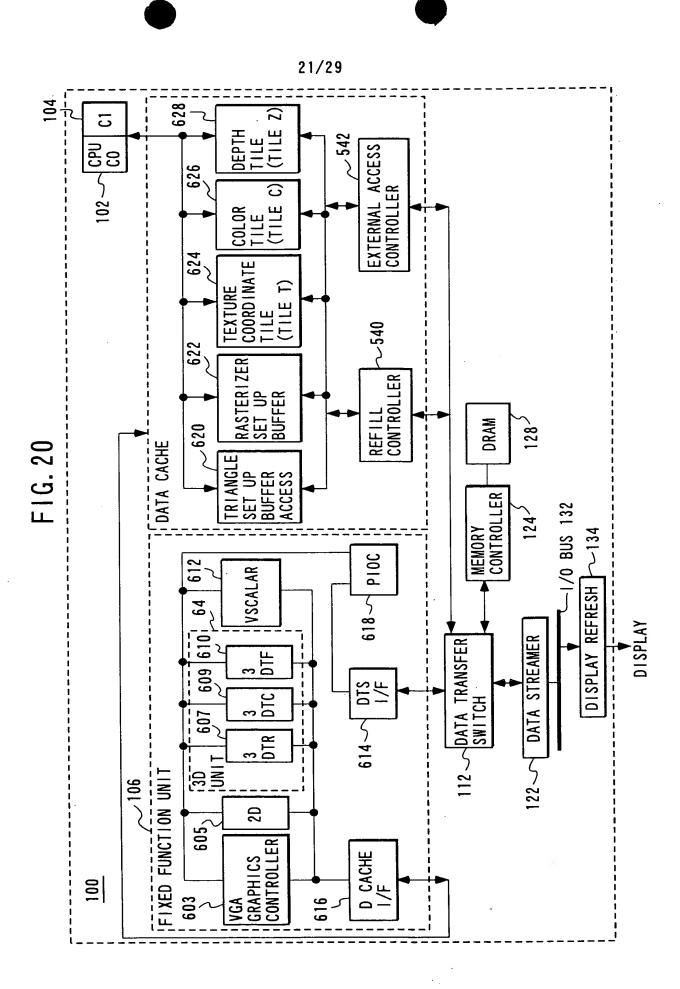
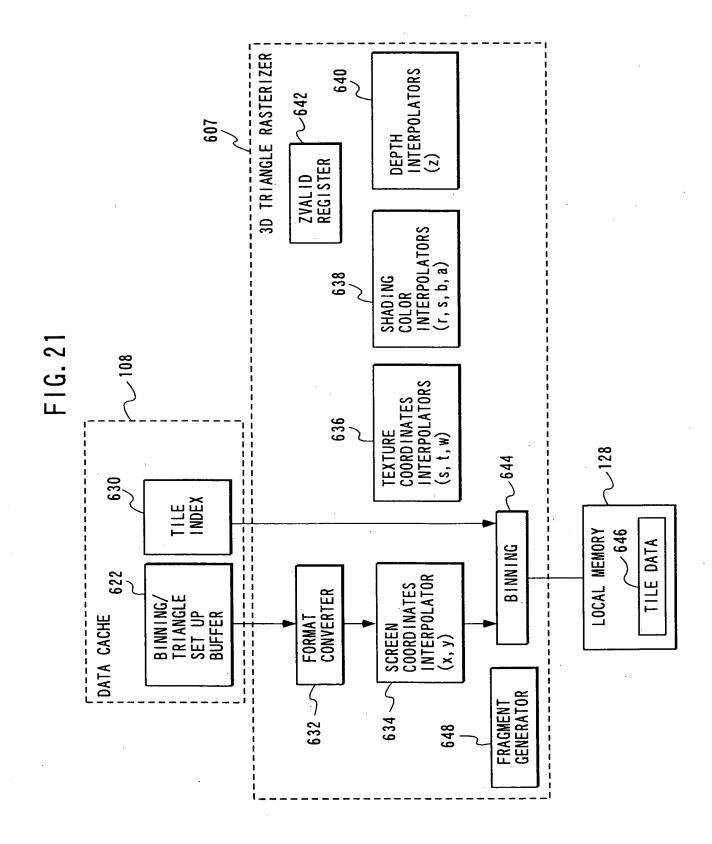


FIG. 19







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FIG. 22 108 DATA CACHE 628 622 624 626 650 **TEXTURE** COLOR DEPTH RASTERIZER FRAGMENT COORDINATE TILE TILE SET UP INDEX TILE (TILE C) (TILE Z) **BUFFER** (TILE T) \sim 642 3DTR FORMAT ZVALID -632 REGISTER CONVERSION 640 638 636 634 **TEXTURE** SCREEN SHADING DEPTH COORDINATES COORDINATES COLOR INTERPOLATORS INTERPOLATORS INTERPOLATOR INTERPOLATORS (z) (x, y)(s, t, w) (r, g, b, a)649 648 BINNING! FRAGMENT GENERATION 652 656 658 654 **TEXTURE** DEPTH OF COLOR OF COORDINATES **FRAGMENT FRAGMENT FRAGMENT** OF FRAGMENT (TILE Z LINK (TILE C (TILE T FRAGMENT) FRAGMENT) FRAGMENT) LOCAL MEMORY

FIG. 23

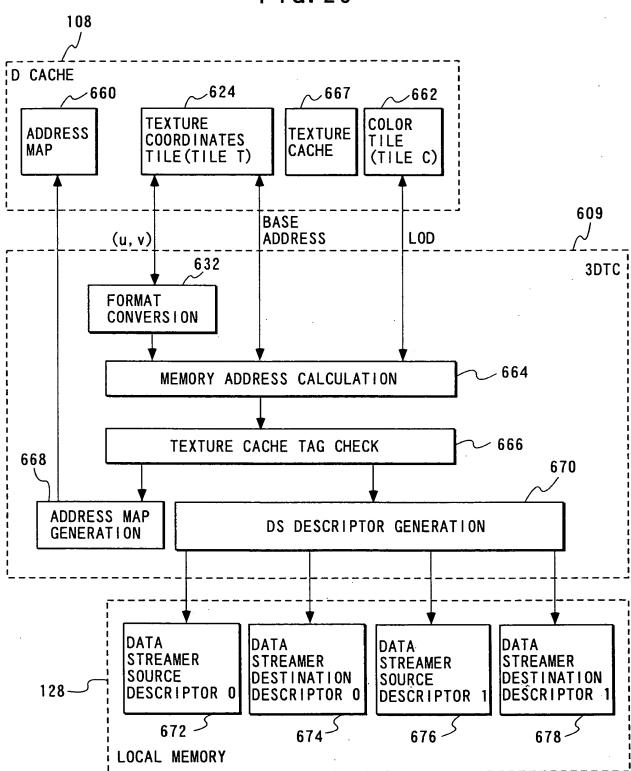
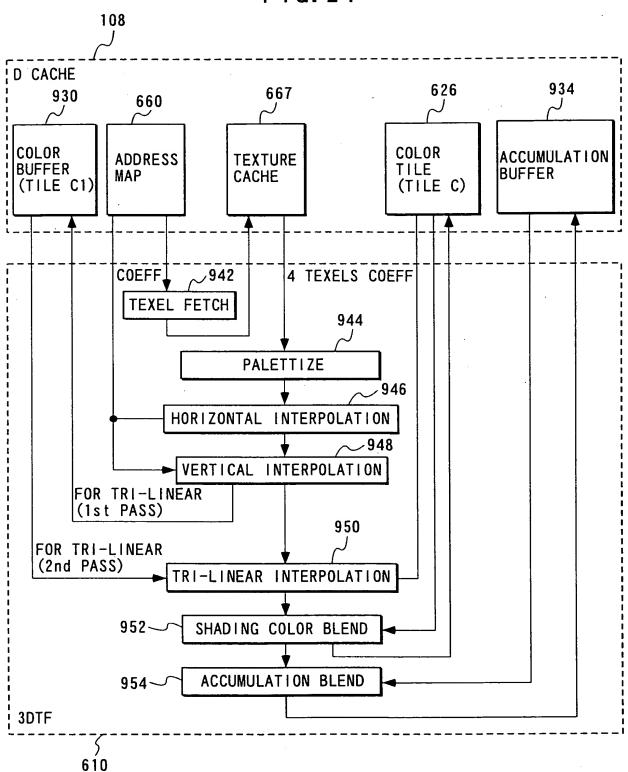
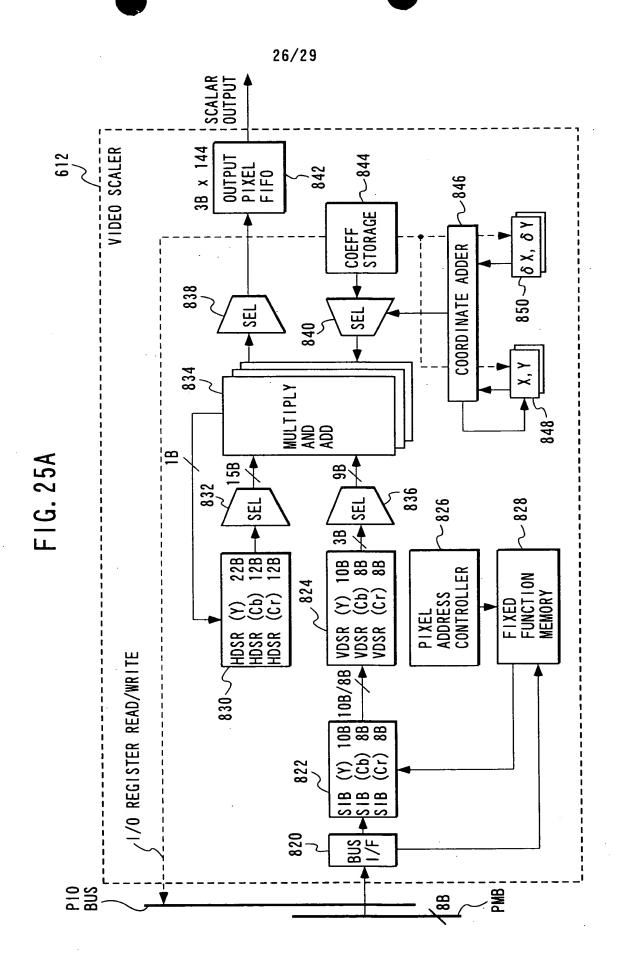


FIG. 24



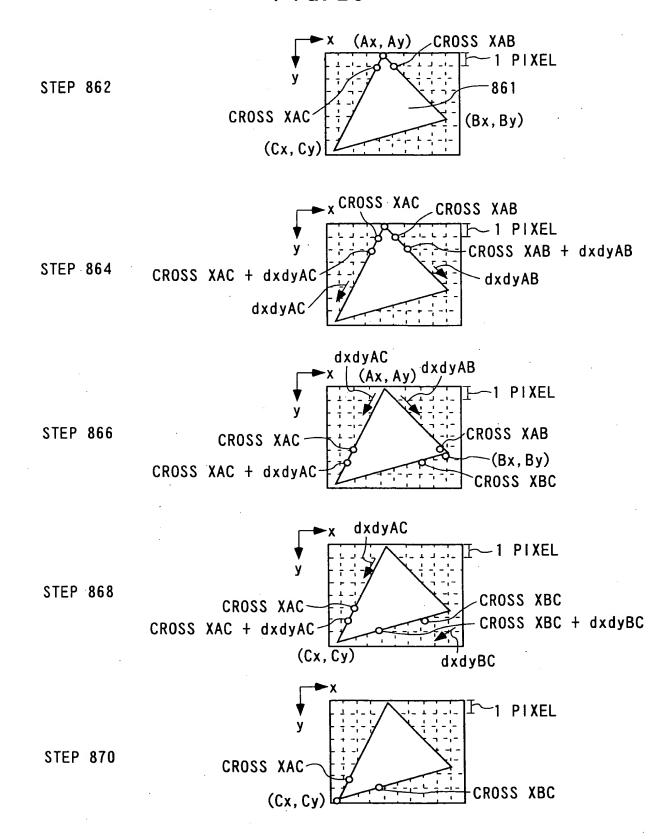


COEFF PIXEL COEFF TEMP PIXEL 980 COEFF TEMP PIXEL COEFF TEMP PIXEL COEFF 834 TEMP PIXEL

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FIG. 26



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FIG. 27

GEOMETRY/LIGHTING FOR ALL TRIANGLES IN A FRAME, VLIW CALCULATES SCREEN COORDINATES, COLORS, AND BINNING PARAMETERS 880
+
ACTIVATE FFU IN BINNING MODE 882
DETERMINE TILE INDEX AND TILE DATA 884
FOR ALL BINS IN A FRAME PERFORM SET UP AND RASTERIZATION 886
FOR ALL TRIANGLES IN A BIN VLIW CALCULATES TRIANGLE SET UP DATA 888
CALCULATE PARAMETERS FOR RENDERING X, Y, Z, RGBA, s, t, w FOR EACH PIXEL IN A TRIANGLE
ACTIVATE FFU IN INTERPOLATION MODE ~892
FOR ALL PIXELS IN A BIN VLIW CALCULATES u, v, FROM s, t, w 894
3D FFU CALCULATES TEXTURE ADDRESS WHEN 3D TEXTURE CONTROLLER UNIT IS ACTIVATED IN TEXTURE CALCULATION MODE
DATA STREAMER FETCHES TEXELS BY GIVING CALCULATED TEXTURE ADDRESS **898
ACTIVE VIDEO SCALER TO PERFORM BI-LINEAR TEXTURE FILTERING ~900
ANTI ALIASING ~902
Y
FOR ALL PIXELS IN A FRAGMENT VLIW CALCULATE u, v, FROM s, t, w 904
3D ACCELERATOR TEXTURE ADDRESS CALCULATION 906
ACTIVATE DATA STREAMER →908
DATA CIRCANED EFFORES TEVELS
DATA STREAMER FETCHES TEXELS 910
VIDEO SCALER PERFORMS TEXTURE FILTERING AND BLENDING \sim 912
STORE FRAME BUFFER ~914
DATA STREAMER TRANSFERS PROCESSED BIN TO LOCAL MEMORY 916
FND ~918